

FIG. 1

**Situation Definition User Interface**

Signs, Symptoms,  
and  
Time-to-Onset  
Observations

210

**Time-Dependent Hazard Assessment**

212

**Comparator**

213

Database of Agent  
Characteristics

214

Match Frequency Counter  
& Weight Factor

Initial Agent Identification

216

140

**FIG. 2**

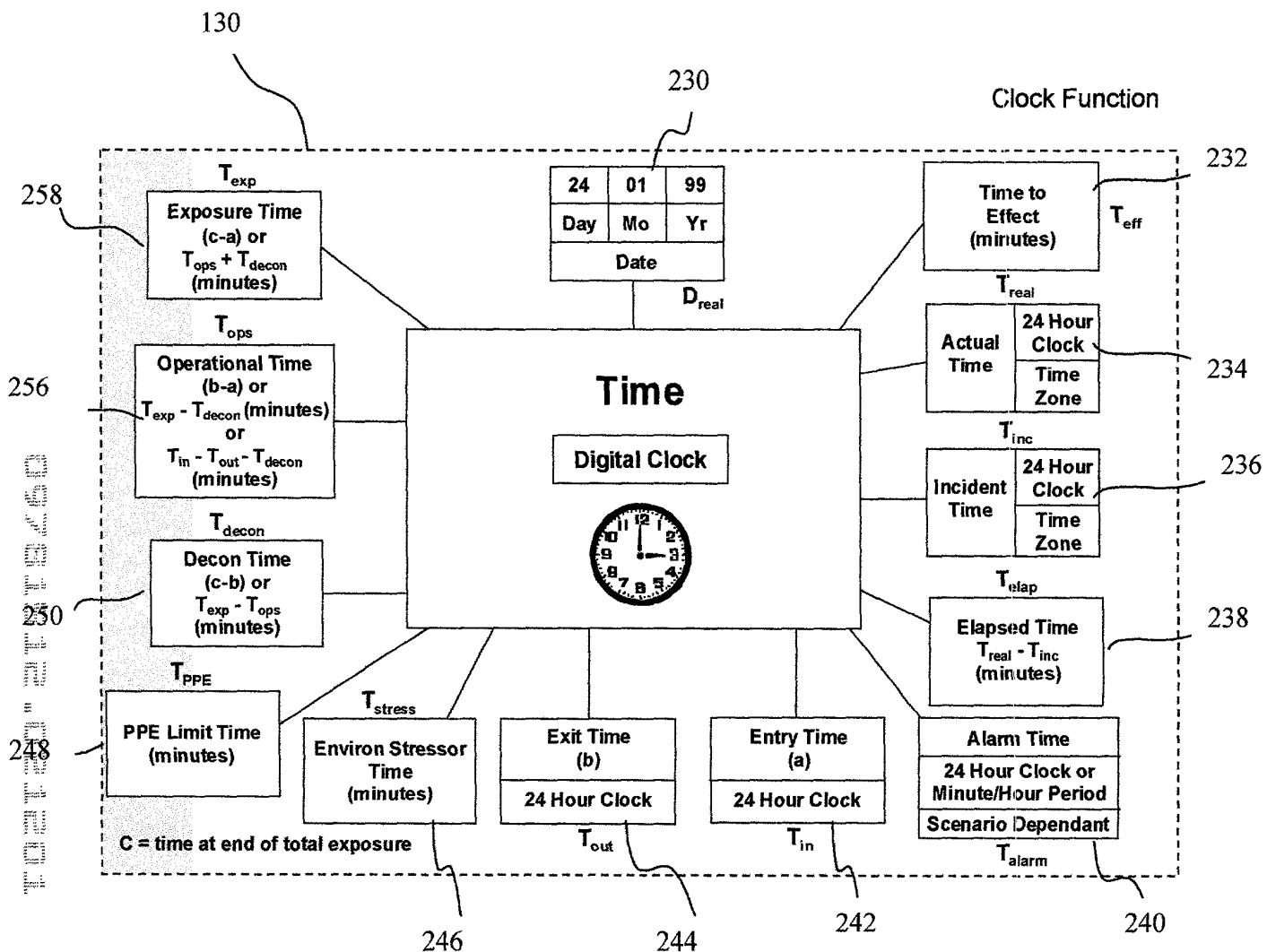


FIG. 3

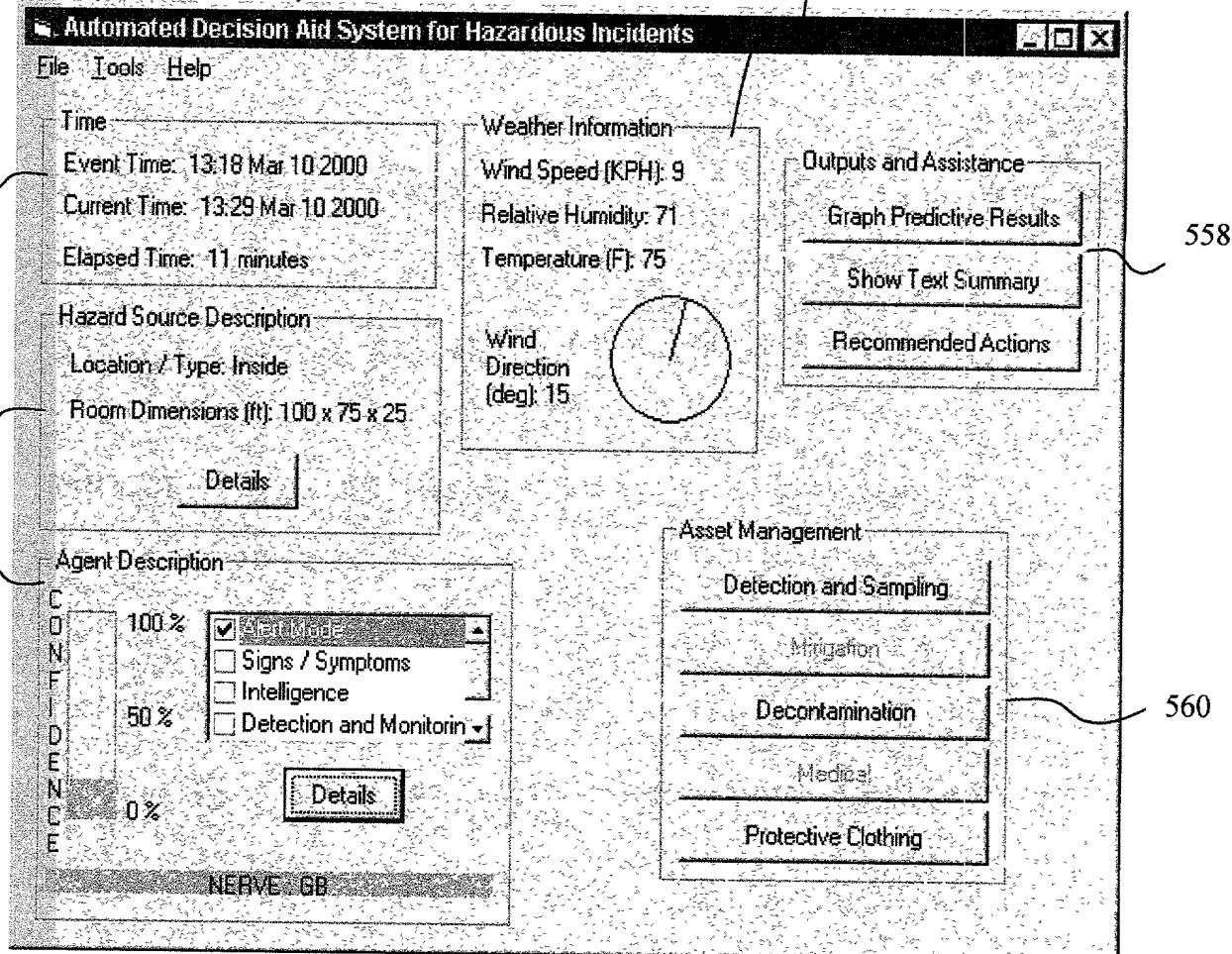


FIG. 4

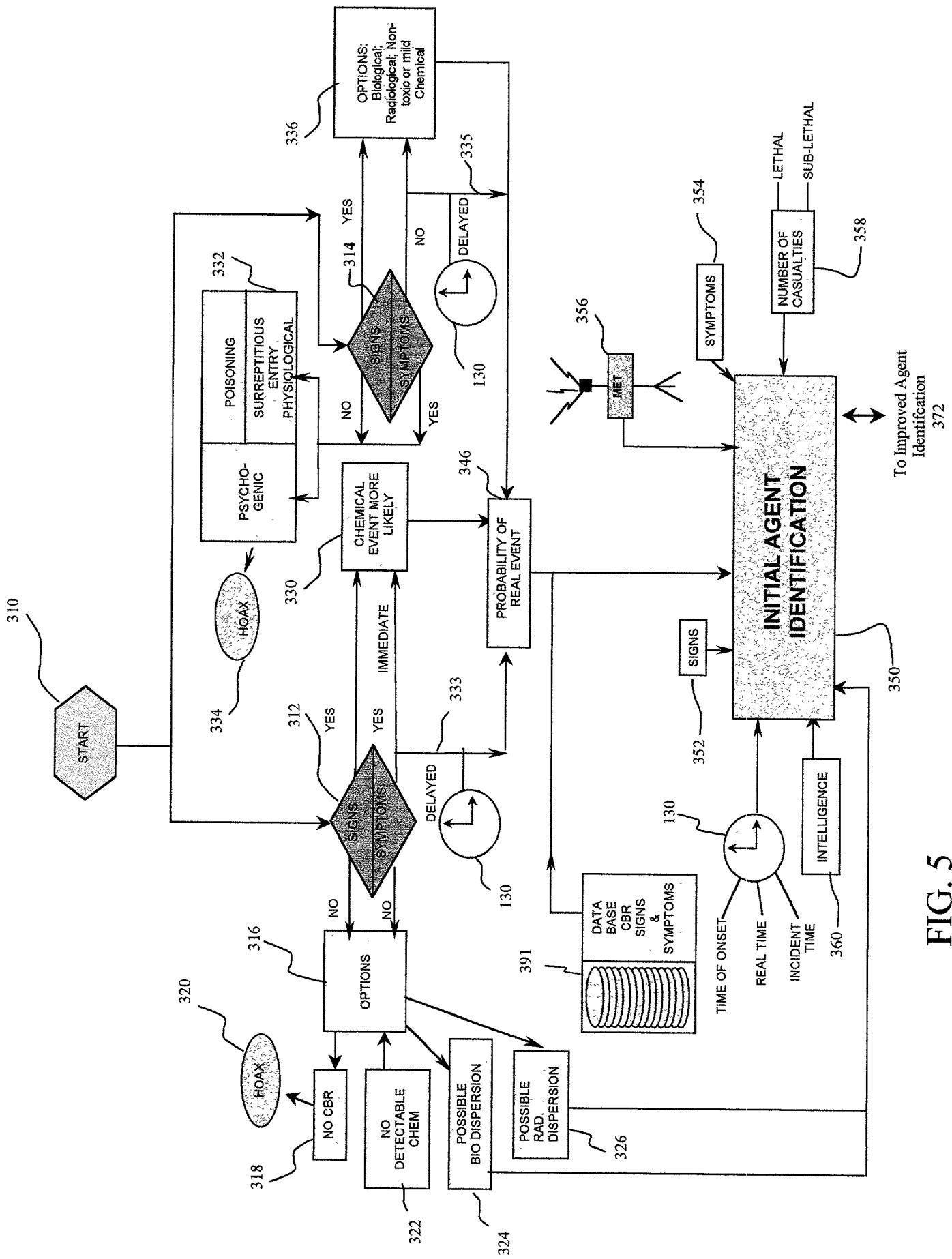


FIG. 5

FIG. 6

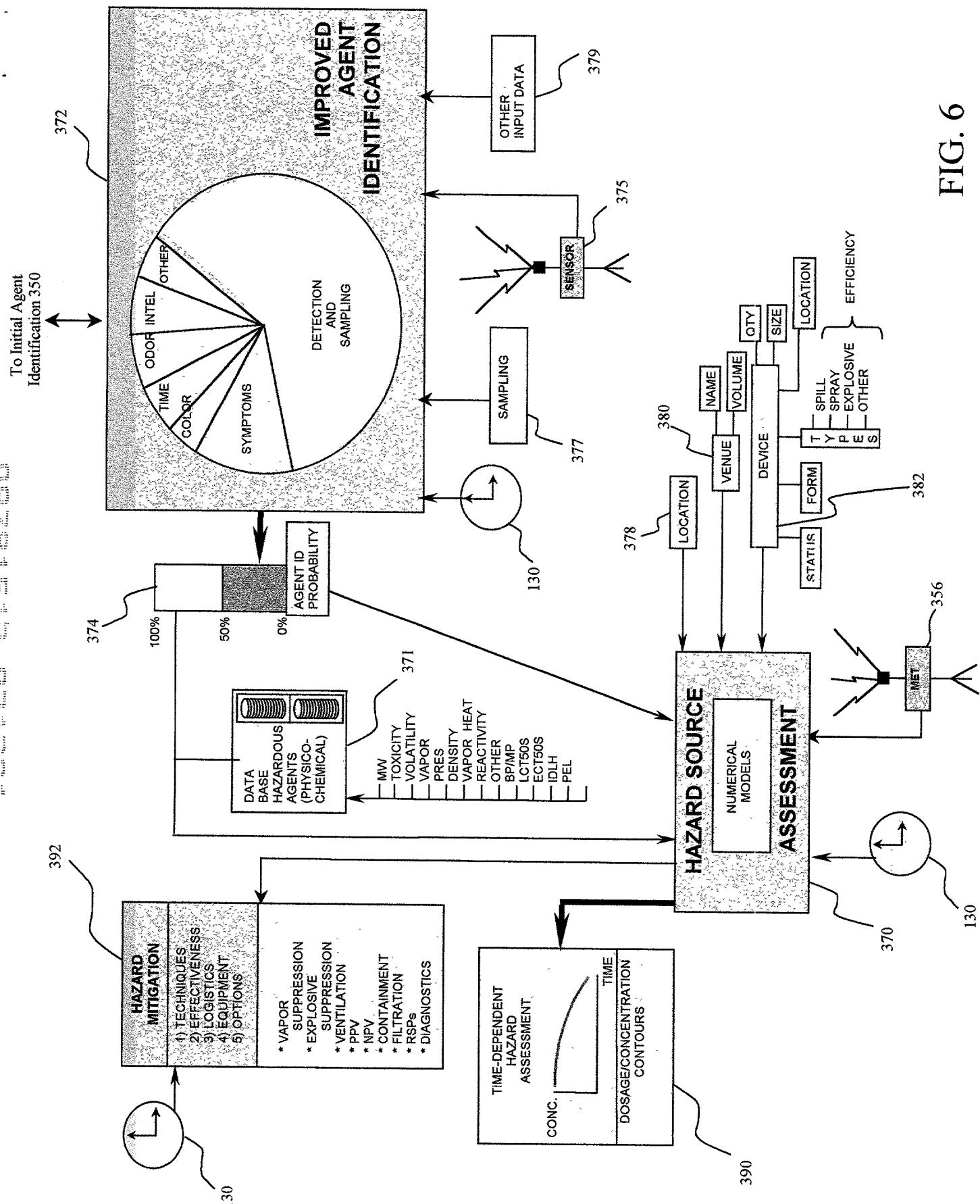
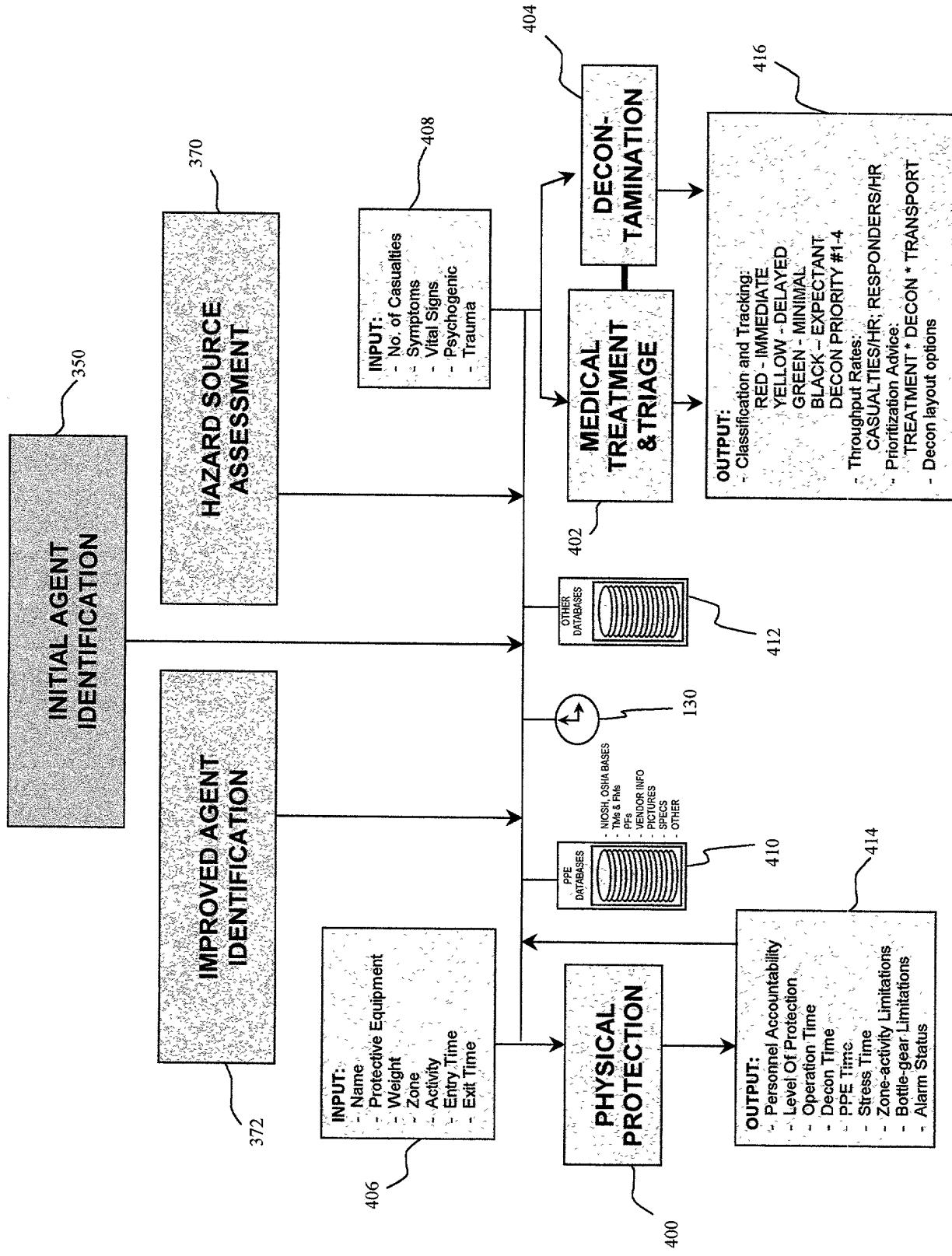


FIG. 7



Emergency Decontamination Rate (casualty throughput)

<p><b>Incident Site</b></p> <p><b>Non-Ambulatory Emergency Decon</b></p> <p>Number of Casualties Per Hour <input type="text" value="24"/></p> <p>Number of Stations <input type="text" value="1"/></p> <p>Total <input type="text" value="78"/></p> <p>Non-Ambulatory Casualties <input type="text" value="78"/></p> <p>Total <input type="text" value="78"/></p> <p>Time for Processing (Hours) <input type="text" value="3.17"/></p>	<p><b>Health Care Facility</b></p> <p><b>Ambulatory Emergency Decon</b></p> <p>Number of Casualties Per Hour <input type="text" value="234"/></p> <p>Number of Stations <input type="text" value="1"/></p> <p>Total <input type="text" value="94"/></p> <p>Ambulatory Casualties <input type="text" value="94"/></p> <p>Total <input type="text" value="94"/></p> <p>Time for Processing (Hours) <input type="text" value="0.4"/></p>
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FIG. 8

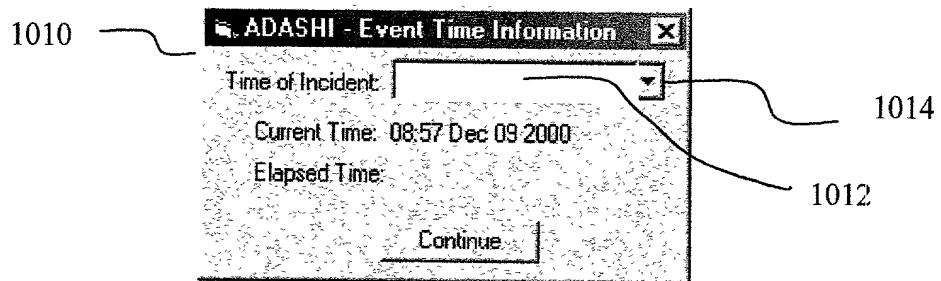


FIG. 9

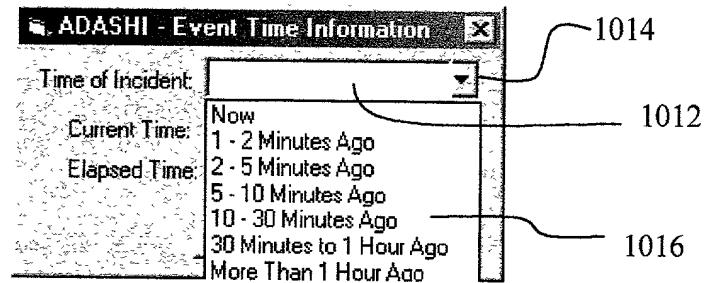


FIG. 10

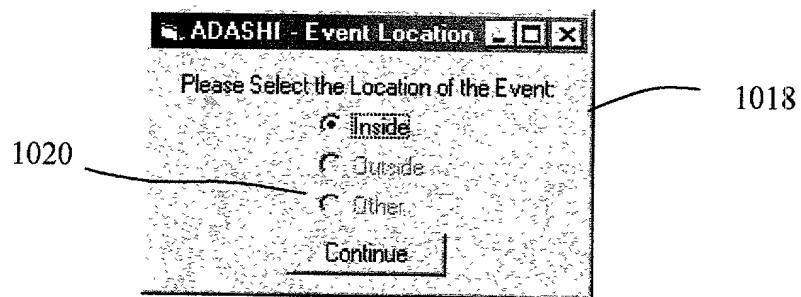


FIG. 11

The dialog box title is "ADASHI - Inside Hazard Source Description". It contains several sections with input fields:

- Source Type:** Spill
- Amount of Release (ml):** 1101
- Room Conditions:**
  - Length (ft): 50
  - Width (ft): 30
  - Height (ft): 15
  - Temperature (C): 20
- Air Conditioning:**
  - Air Conditioner On?  (Yes)
  - CFM Value: 700
- Natural Ventilation:**
  - Windows Closed
  - ACH value: 0.074
- Positive Pressure:**
  - Do you have a PP system?
  - Start at: 20 minutes
  - CFM value: 20000
- Collective Protection:**
  - Do you have a CP system?
  - Start at: 30 minutes
  - CFM value for Q<sub>r</sub>: 20000
  - Efficiency: 0.997

Buttons at the bottom: Clear, Reset, OK, Cancel.

Annotations:

- 1024 points to the "Spill" dropdown in the Source Type section.
- 1026 points to the "1101" entry in the Amount of Release field.
- 1028 points to the "Windows Closed" dropdown in the Natural Ventilation section.
- 1030 points to the "15" entry in the Height field under Room Conditions.
- 1032 points to the "700" entry in the CFM Value field under Air Conditioning.
- 1036 points to the "20 minutes" entry in the Start at field under Positive Pressure.
- 1038 points to the "20000" entry in the CFM value for Q<sub>r</sub> field under Collective Protection.

FIG. 12

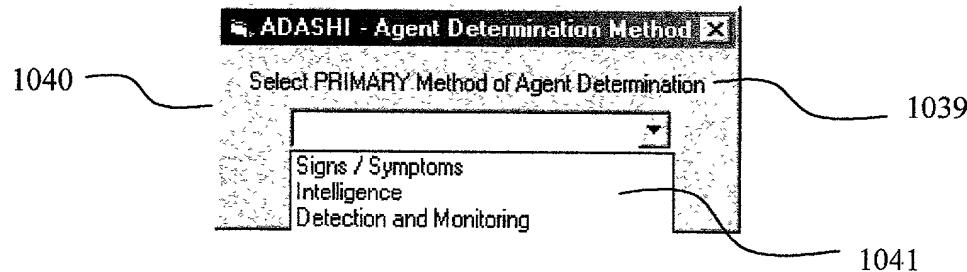


FIG. 13

The screenshot shows a window titled "ADASHI - Agent Determination - Signs / Symptoms". The interface includes fields for "Approximate Number of Casualties" (set to 2), "Majority Triage Level" (set to Emergent [Green]), and "Symptomology / Effects (check all that apply)". The checked symptoms are: Swelling of Eyes, Twitching, Jerking, Staggering, and Time to Observation of Initial Symptoms (set to 1 - 5 Minutes). The "Agent Characteristics" section includes dropdown menus for "Odor" (None, Unknown, Garlic, Horseradish), "Gas Cloud Color" (None, Unknown, Garlic, Horseradish), "Residual" (Liquid: Yes, Solid: Yes), and "Time to Observation of Residual". Below these are "Residual Color" dropdowns and a "Make Agent Determination" button. At the bottom are buttons for "Clear", "Reset", "OK", and "Cancel". Reference numbers 1042 through 1056 are connected by lines to various parts of the window, such as the title bar, dropdown menus, and buttons.

FIG. 14

ADASHI - Agent Determination - Signs / Symptoms

Approximate Number of Casualties: 2

Majority Triage Level: Emergent [Green]

Symptomology / Effects (check all that apply)

- Runny Nose
- Swelling of Eyes
- Tightness in the Chest
- Twitching, Jerking, Staggering
- Vomiting
- Wheezing

Time to Observation of Initial Symptoms: 1 - 5 Minutes

Agent Characteristics

Odor: Garlic

Gas Cloud Color:

Residual

Liquid:  Yes Solid:  Yes

Time to Observation of Residual:

Residual Color:

Make Agent Determination

Probable Agent Class: NERVE

Specific Agent: GB

Clear Reset OK Cancel

1040

1060

1062

FIG. 15

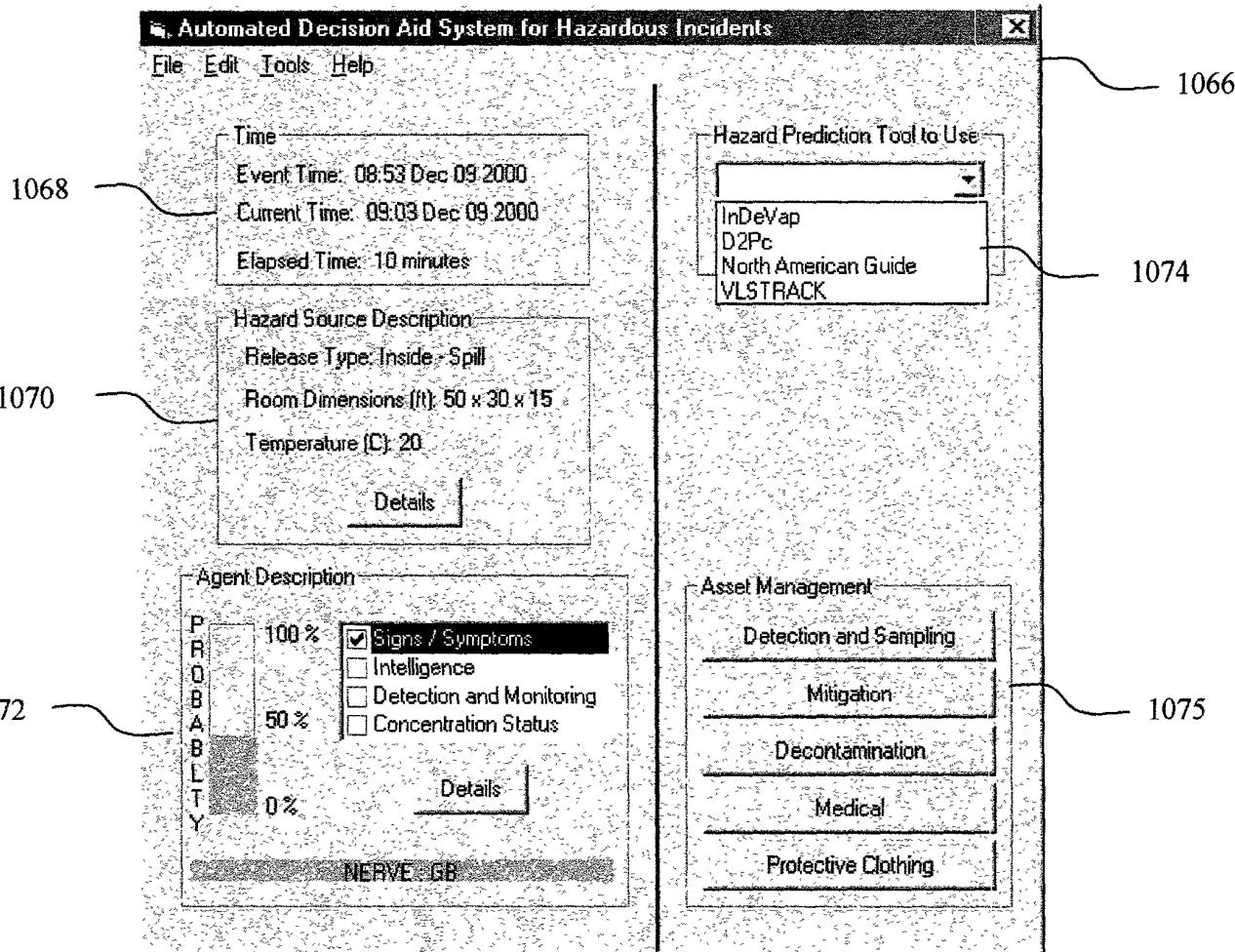


FIG. 16

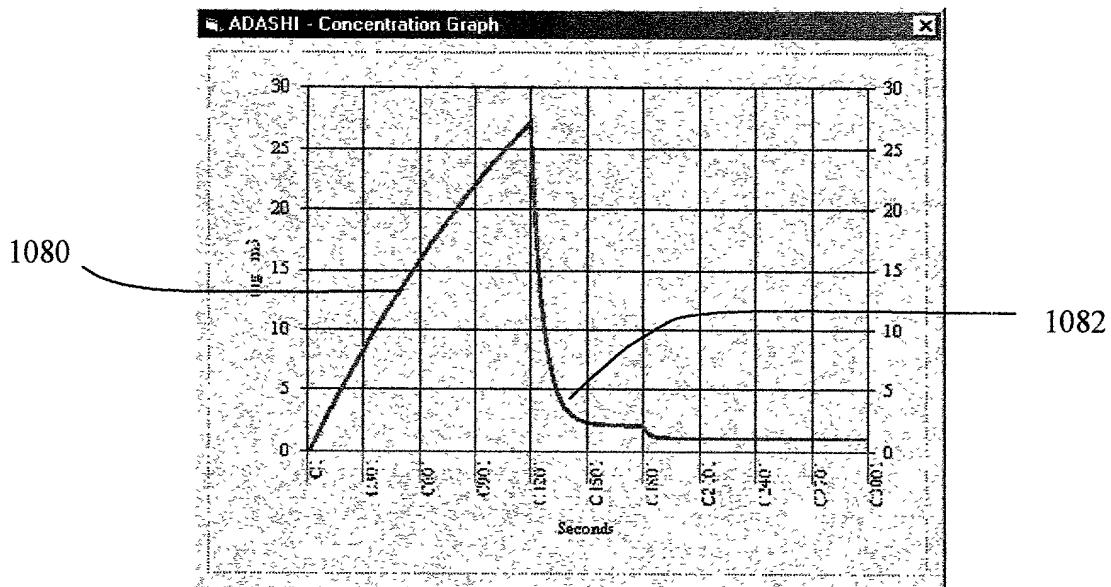


FIG. 17

101558 GB\_Spill.out - Notepad

File Edit Search Help

**Descriptive output file from InDeVap**  
This file accompanies the value list of the same name

**Agent: GB**  
**Amount: 1101**  
**Dissemination Method: Spill**

Cs value: 1.60955189433134E-05

Dimensions (ft): 30 x 50 x 15

Room Volume (ft³): 22500

Modified Room Volume (ft³): 22499.9951320721

Interior Surface Area: 3623218.32811402

Wall Deposition Vel: 0.001

Number of Seats: 0

Seat Deposition Vel: 0.001

AmbientTemperature (C): 20

Max Pool Diameter: 159

AC Ventilation Rate: 700

Ventilation Rate: 0.074

PP Ventilation Rate: 20000

PP Activation Time: 20

CP Ventilation Rate: 20000

CP Activation Time: 30

CP Efficiency: 0.997

Peak Concentration: 27.2031514906658

Time of Occurance: 20 min

FIG. 18

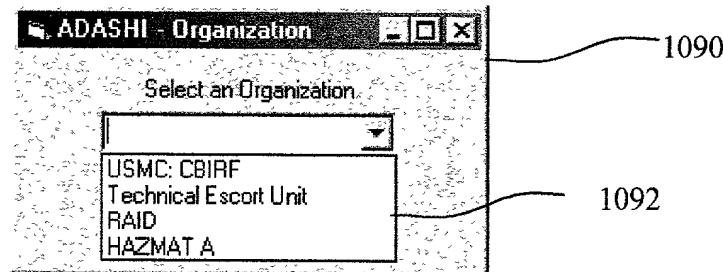


FIG. 19

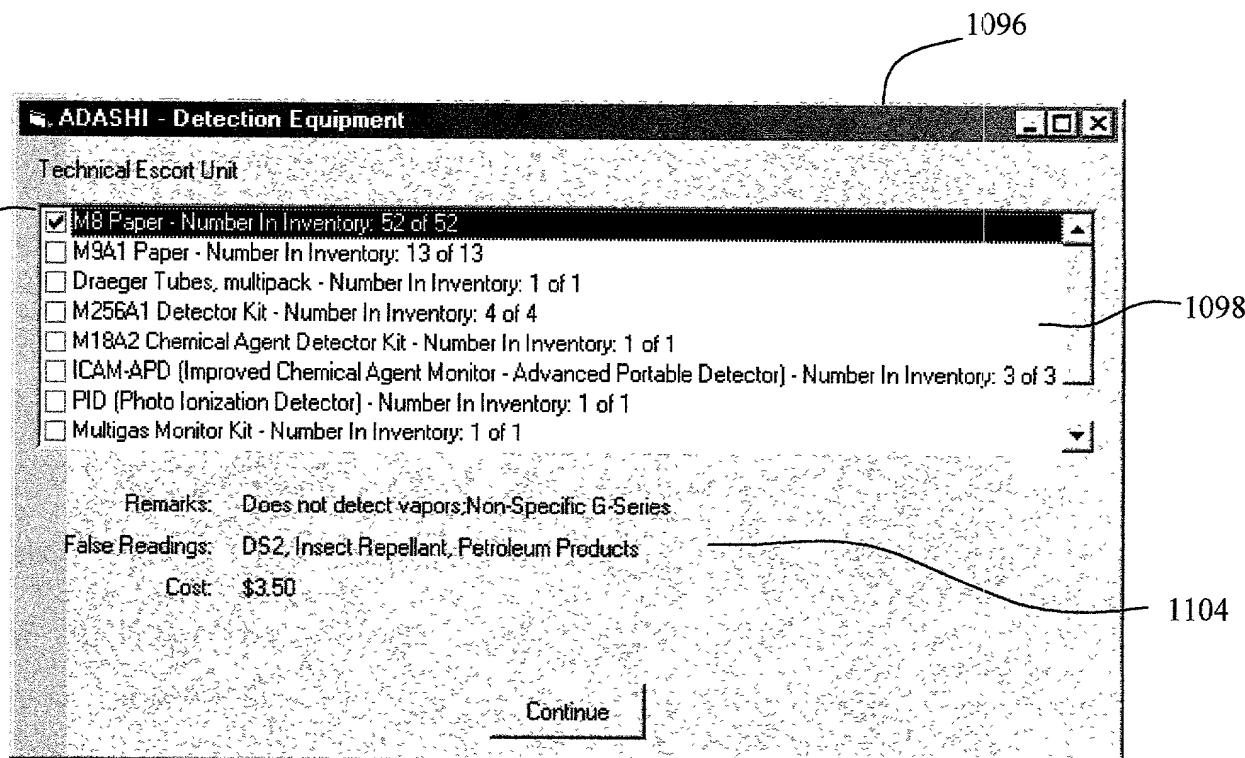


FIG. 20